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IN THE CLAIMS

Amended claims follow:

1. (Currently Amended) A method for retrieving instructions from <u>video</u> memory utilizing a texture module in a graphics pipeline, comprising:

(a) sending an instruction request to <u>video</u> memory utilizing a texture module in a graphics pipeline; and

(b) receiving instructions from the <u>video</u> memory in response to the instruction request utilizing the texture module in the graphics pipeline.

2. (Currently Amended) The method as recited in claim 1, and further comprising sending a texture request to <u>video</u> memory utilizing the texture module in the graphics pipeline.

3. (Currently Amended) The method as recited in claim 2, and further comprising receiving texture information from the <u>video</u> memory in response to the texture request utilizing the texture module in the graphics pipeline.

4. (Currently Amended) The method as recited in claim 1, wherein the <u>video</u> memory includes a frame buffer.

5. (Currently Amended) The method as recited in claim 4, wherein the <u>video</u> memory includes direct random access memory (DRAM).

6. (Original) The method as recited in claim 3, wherein the instructions are adapted for controlling a texture environment module coupled to the texture module.

7. (Original) The method as recited in claim 6, wherein the instructions control the manner in which the texture environment module processes the texture information.

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8.   (Original) The method as recited in claim 1, and further comprising receiving
        initial instructions from a rasterizer module coupled to the texture module.

9.   (Original) The method as recited in claim 8, wherein the initial instructions
        control at least the sending of the instruction request by the texture module.

10.   (Original) The method as recited in claim 3, and further comprising
        temporarily storing the instructions and the texture information in cache.

11.   (Original) The method as recited in claim 10, wherein the cache is resident
        on the texture module.

12.   (Currently Amended) The method as recited in claim 3, wherein each piece
        of texture information and each of the instructions are of a similar size in the
        video memory.

13.   (Original) The method as recited in claim 3, and further comprising
        controlling the texture module utilizing a shader module coupled thereto.

14.   (Original) The method as recited in claim 13, wherein the shader module
        controls the sending of the instruction request and the texture request by the
        texture module.

15.   (Original) The method as recited in claim 13, wherein the shader module
        processes a plurality of pixels with the texture information based on the
        instructions.

16.   (Currently Amended) The method as recited in claim 15, wherein the shader
        module is capable of reusing the texture information in order to request
        further texture information from the video memory.

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17.   (Original) The method as recited in claim 15, and further comprising ceasing
        the processing upon the receipt of a terminate instruction.

18.   (Original) The method as recited in claim 1, wherein a complete instruction
        set is received in response to the instruction request.

19.   (Original) The method as recited in claim 1, wherein a partial instruction set
        is received in response to the instruction request.

20.   (Original) The method as recited in claim 19, and further comprising
        repeating (a) – (b) in accordance with the instructions.

21.   (Original) The method as recited in claim 1, wherein (a) – (b) are carried out
        in accordance with the instructions received in response to the instruction
        request.

22.   (Original) The method as recited in claim 1, wherein the texture module is
        adapted for operating in a plurality of different modes.

23.   (Original) The method as recited in claim 22, wherein the instructions are
        received in a predetermined one or more of the different modes.

24.   (Currently Amended) A computer program product for retrieving
        instructions from video memory utilizing a texture module in a graphics
        pipeline, comprising:
(a)   computer code for sending an instruction request to video memory utilizing a
        texture module in a graphics pipeline; and
(b)   computer code for receiving instructions from the video memory in response
        to the instruction request utilizing the texture module in the graphics
        pipeline.

25.   (Currently Amended) A system for retrieving instructions from video
        memory utilizing a texture module in a graphics pipeline, comprising:

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(a)   means for sending an instruction request to video memory; and

(b)   means for receiving instructions from the video memory in response to the
        instruction request.

26.   (Currently Amended) A texture module for retrieving instructions from video
        memory capable of carrying out a method, comprising:

(a)   sending an instruction request to video memory; and

(b)   receiving instructions from the video memory in response to the instruction
        request.

27.   (Original) A data structure stored in a frame buffer of a graphics pipeline for
        allowing the retrieval of instructions utilizing a texture module coupled
        thereto, comprising an instruction object stored in the frame buffer for being
        retrieved therefrom in response to an instruction request utilizing a texture
        module in a graphics pipeline.

28.   (Currently Amended) A method for retrieving instructions from video
        memory, comprising:

(a)   receiving a plurality of preliminary instructions from a rasterizer module
        utilizing a texture module coupled thereto;

(b)   sending an instruction request to video memory utilizing the texture module;

(c)   receiving additional instructions from the video memory in response to the
        instruction request utilizing the texture module;

(d)   caching the additional instructions on the texture module;

(e)   sending a texture request to video memory utilizing the texture module in
        accordance with the additional instructions;

(f)   receiving texture information from the video memory in response to the
        texture request utilizing the texture module;

(g)   caching the texture information on the texture module; and

(h)   repeating (b) – (g) in accordance with the additional instructions.

29.   (Currently Amended) A method for retrieving instructions from video
        memory, comprising:

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(a)   receiving a plurality of preliminary instructions from a rasterizer module
        utilizing a shader module coupled thereto;

(b)   sending an instruction request to video memory utilizing a texture module
        coupled to the shader module;

(c)   receiving additional instructions from the video memory in response to the
        instruction request utilizing the texture module;

(d)   caching the additional instructions on the texture module;

(e)   sending a texture request to video memory utilizing the texture module in
        accordance with the additional instructions;

(f)   receiving texture information from the video memory in response to the
        texture request utilizing the texture module;

(g)   caching the texture information on the texture module;

(h)   processing a plurality of pixels with the texture information utilizing the
        shader module in accordance with the additional instructions;

(i)   repeating (b) – (h) in accordance with the additional instructions; and

(j)   outputting the processed pixels upon receipt of additional instructions that
        include a terminate instruction.

30.   (New) A method for retrieving instructions from video memory utilizing a
cache in a graphics pipeline, comprising:

        sending an instruction request to video memory in a graphics pipeline; and

        receiving instructions from the video memory in response to the instruction
request utilizing a cache in the graphics pipeline.